Richard Garriott ✓
@RichardGarriott

Yes. Ultima][was my first ever 6502 code. Started when I was with California Pacific, completed while in a Sierra cabin!

Traducir Tweet

> **John Romero** ✓ @romero · 21 abr. 2017
> En respuesta a @RichardGarriott
> Was it also true that during the summer of 82 you were at Sierra in a cabin of coders working on Ultima 2? Learning 6502?

10:09 p. m. · 21 abr. 2017 · Twitter for iPhone

6 Retweets   **65** Me gusta

Huibert Aalbers @huibert · 22 abr. 2017
En respuesta a @RichardGarriott y @Apple2Games
What about Ultima I and Akalabeth? Didn't you write those or were they written in AppleSoft Basic?

💬 1   ⟲ 1   ♡ 2   ⬆️

Apple 2 Games @Apple2Games · 22 abr. 2017
I know Ultima I was mostly basic cept for the sprite drawing routine which is ASM. See this post

> 🔵 Apple Games Disassembly Project - Ultima 1
> Posted 5/10/12 12:48 PM, 10 messages
> 🔗 groups.google.com

💬   ⟲ 1   ♡ 5   ⬆️